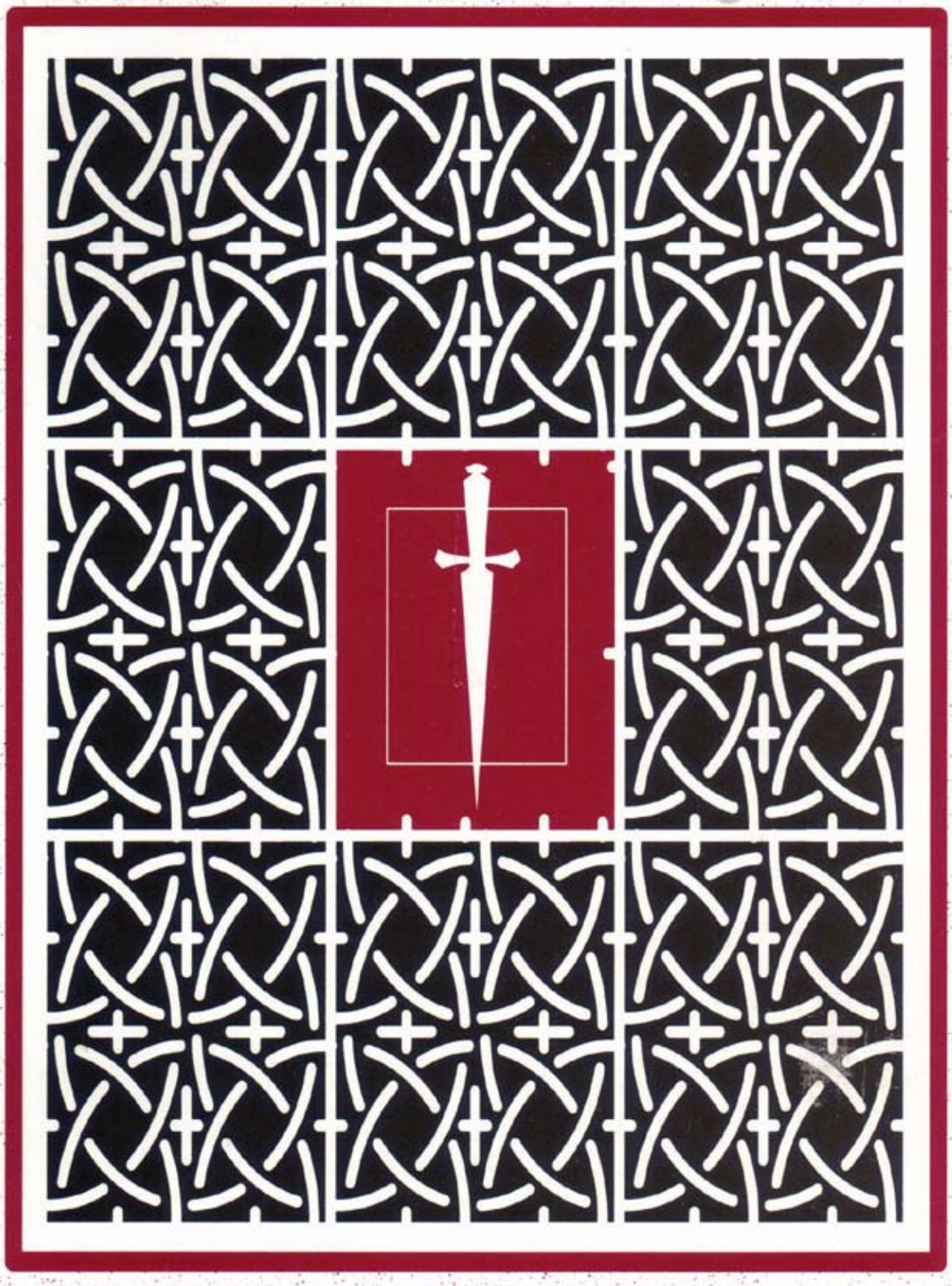
The COLONEL'S BEQUEST



A Play by ROBERTA WILLIAMS

ABOUT THE COLONEL'S BEQUEST

The COLONEL'S BEQUEST is different from many adventure games. It can best be described as an interactive play in 8 acts. You will play the entire game in one location, on an isolated island in a bayou. Events can take place throughout that locale at any time during the game, and they may occur whether you are present or not.

At the end of each Act, a clock will appear on your screen and strike the hour. It will also appear at other intervals during the game. Take note of the events which cause this to happen, and your location at the time it occurs, as this will help you to keep track of your progress. Being in the right place at the right time can be invaluable.

Also, if you have thoroughly explored a room, don't assume that the next time you visit the room things will be the same. While you are exploring another area, someone else may enter the room and leave a valuable clue for you to find!

Executive Producer

KEN WILLIAMS

Written by

ROBERTA WILLIAMS

Creative Designer

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Directed by

ROBERTA WILLIAMS
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Programmed by

CHRIS HOYT
CHRIS IDEN

Animation by

DOUGLAS HERRING

Backgrounds by

DOUGLAS HERRING
JERRY MOORE

Music by

KEN ALLEN

Documentation by

MARTI McKENNA

CAST OF CHARACTERS

Laura Bow

Laura is a 20 year old journalism major at Tulane University in New Orleans. A 1920's ingenue, she's studious and down to earth, energetic and courageous. She's known for her inquisitive nature, probably acquired from her father, a detective on the New Orleans Police force.

Colonel Henri Dijon

Henri Dijon is a gruff old southern-style colonel. He's wealthy, eccentric and reclusive. He lives alone except for his servants; Jeeves, Celie and Fifi, and his pets. He was wounded while serving with distinction in the Spanish-American war.

Lillian Prune

Lillian is Laura's college classmate and the Colonel's niece. Her personality can be described as extroverted and rebellious. She drinks, smokes and dates several young men. She dresses in the style of the 1920's flapper.

Ethel Prune

Lillian's mother and the Colonel's younger sister, Ethel is known for her whimpery, whiny nature. You can usually catch her in a rather tipsy state, and she gives the impression of being quite helpless.

Gertrude Dijon

Gertie is the widow of the Colonel's younger brother. She's known as money grubbing, snobbish and bossy. She has a fondness for jewelry. . . especially pearls.

Gloria Swansong

Gertie's daughter and the Colonel's niece. An aspiring actress, Gloria enjoys the glamorous Hollywood life-style. She's a beautiful platinum blonde, and loves money, jewelry and rich boyfriends.

Rudolph Dijon

Rudy is Gertrude's son, Gloria's brother and the Colonel's nephew. He gives the impression of being a little too slick. Rudy is known as a gambler, a womanizer and a lush. They say he's never worked an honest day in his life.

Clarence Sparrow

Clarence is the Colonel's attorney. He manages all of the Colonel's business affairs and accounts. He seems rather sneaky, and it is said that he lusts after the Colonel's money.

Dr. Wilbur C. Feels

Dr. Feels is the Colonel's long time personal physician. He is known for his lecherous ways, and his questionable medical practices.

Jeeves

Jeeves is the Colonel's tall, silent butler. Very imposing and solemn, he s not terribly friendly or helpful. What is he really after?

Fifi

Fifi is the Colonel's sexy French maid. It is rumored that she and the Colonel are involved in a relationship of a somewhat more than domestic nature. Most of the family are of the opinion that Fifi is using the Colonel to get at his money.

Celie

Celie is the Colonel's cook. She is quite superstitious and somewhat reserved, but she can be friendly and helpful if approached cautiously. It is said that she dabbles in voodoo.

Beauregard

Beauregard is the Colonel's dog. A lazy old bloodhound, he can be observed lying near his doghouse most of the time.

Blaze

Blaze is the Colonel's old horse. Like the Colonel, he's a veteran of the Spanish-American war, but now rarely leaves the comfort of his stable.

Polly

The Colonel's parrot sits on his perch in the parlor. He talks when he's in the mood, or when properly motivated.

ACT I

SCENE I

Scene: Day. Campus commons, Tulane University in New Orleans, Louisiana in the year 1925, during a class break. LAURA BOW sits upon a bench, center stage, reading a textbook. LILLIAN PRUNE stands near LAURA, also center stage.

LILLIAN: Laura, I've just received an invitation to visit my Uncle Henri's estate for a family reunion this weekend.

LAURA: (*seemingly absorbed in her studies*) That sounds nice, Lil. You must be so excited.

LILLIAN: Yes, I suppose I am. (*looks slightly puzzled, then her face suddenly lights up*) Maybe you'd like to come along! Uncle Henri's mansion is on a private island, right in the middle of the bayou. Someone like you should find it *fascinating*!

LAURA: I don't know, Lillian. I really should study.

LILLIAN: Oh, come on Laura. It'll be fun!

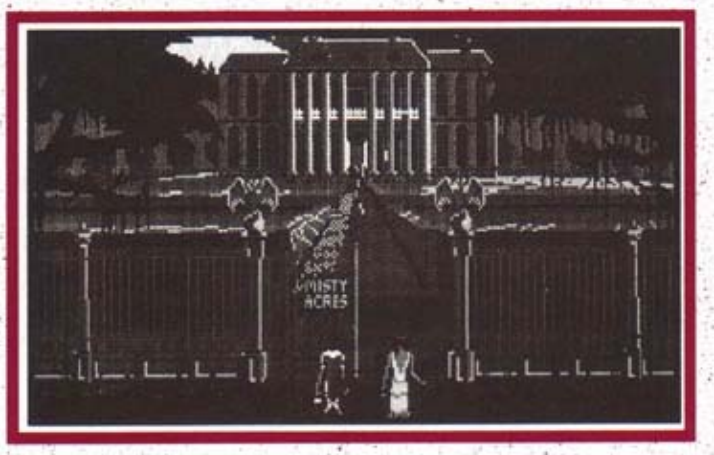
(*pause*)

LAURA: (*looking up and closing her book*) Well, I suppose it won't hurt. At any rate it should be more fun than reviewing for my biology exam.

LILLIAN: Oh, we're going to have such a time. You won't regret it, Laura!

SCENE II

Scene: Night. A dark and misty bayou . LAURA and LILLIAN skim through the gloom aboard a small skiff. A tall and silent BLACK MAN pilots them. The silence is broken occasionally by the eerie cry of a night bird. Finally the form of a grand house becomes discernible through the dense trees. The skiff comes to a halt at a small dock, and the girls disembark. Without a word, the BLACK MAN turns the boat around and is quickly lost in the dark mists of the bayou. LAURA watches until she can no longer see him.



SCENE III

Scene: An island in the swamp, on the unkempt grounds of Colonel Dijon's estate. An ominous looking, run down old mansion is visible in the background. LAURA and LILLIAN are walking toward the house. LAURA looks around continuously, as if she expects something to jump out of the shadows. She jumps when LILLIAN speaks.

LILLIAN: Well, what do you think, Laura?

LAURA: (*clutches her chest, then seems to catch her breath*) It's not exactly what I expected (*looks around*), but it looks interesting, all right (*shivers*).

(*Pause as the girls walk in silence for a moment.*)

LILLIAN: Uncle Henri was a colonel in the Spanish-American war, you know. In fact, he *still* prefers to be called Colonel Dijon. I don't call him that, though -- to me he's my dear old Uncle Henri.

(LILLIAN *pauses, looks wistful, as though recalling fond memories.*)

LILLIAN: He's a peculiar old bird, though. He covets his privacy and detests being bothered. That's why he bought this place (*gestures about them*). When I was a little girl, he would invite me to visit him here in the summers. Looking back, it seems that I was the only one in the family that he really cared about. That's why I'm puzzled about this 'family reunion'. I never would have expected a family gathering at Uncle Henri's.

SCENE IV

Scene: The large front porch of the Dijon mansion. LILLIAN and LAURA stand center stage before an immense door. On the door are two huge door knockers.

LILLIAN: (*reaches for one of the door knockers, giggles*) Kinda creepy, isn't it?

(LILLIAN *brings the door knocker down with a loud BANG! and again BANG! A short pause, then the door creaks open to reveal JEEVES, the tall gaunt butler.*)

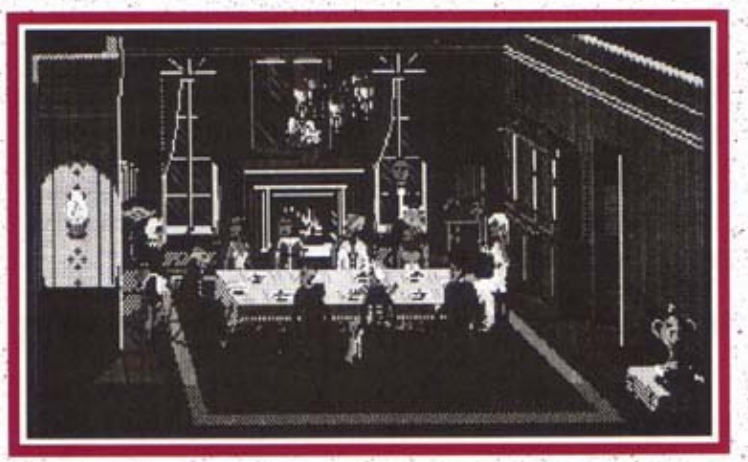
JEEVES: (*in a deep, imposing voice*) Yeeesss?

(LAURA *gapes at the formidable butler*)

LILLIAN: (*smiling*) Jeeves, it's me, Lillian . . . don't you remember?

JEEVES: Ohhh, yesss. Well, everyone else has arrived and they're assembling in the dining room. Please come in and join them.

(JEEVES *steps aside and gestures for the two girls to enter.* LAURA *and* LILLIAN *proceed into the house.*



SCENE V

Scene: The dining room of the Dijon mansion. A fire is ablaze in the fireplace, upstage center. An enormous dining table, splendidly set, occupies center stage. Seated at the table are LAURA; LILLIAN; ETHEL PRUNE, LILLIAN'S mother; GERTRUDE DIJON, widow of the COLONEL'S late brother; GLORIA SWANSONG, GERTRUDE'S daughter and the COLONEL'S niece; RUDOLPH DIJON, GERTRUDE'S son, GLORIA'S brother and the COLONEL'S nephew; CLARENCE SPARROW, the COLONEL'S attorney; and DR. WILBUR C. FEELS, the COLONEL'S long time personal physician. During dinner, LAURA is introduced to the other guests. They are largely unpleasant, and bicker amongst themselves throughout the meal. At last, dessert is served.

(*Enter* COLONEL DIJON *in a wheelchair. He is being aided* by FIFI, *his sexy blonde maid. She parks him at the head of the long table.)*

COLONEL DIJON: (*nods tersely, and speaks in a gruff voice*) I'm glad to see that you're all here. I'm sure you're all wondering why I've asked you.

(*pause, as* DIJON *clears his throat*)

COLONEL DIJON: As you know, I am a very wealthy man. Unfortunately, I believe my end is near, and so I have decided to bequeath my many millions to each of you. . .

(*pause, as* DIJON *appears to notice* LAURA *for the first time*)

COLONEL DIJON: Who are you, dear?

LAURA: (*nervously*) Oh, I beg your pardon sir, my name is Laura Bow -- I'm just a friend of Lillian's. Would you like me to leave the room while you talk about this?

COLONEL DIJON: No, no, just sit where you are, I'm nearly finished. Now where was I? Oh, yes. AHEM! As I was saying, each of you here, except for Miss . . . ah, Bow is it? Yes, well you'll all inherit EQUALLY upon my demise. If any of you should expire before I do, then your share will be divided equally among the surviving parties.

(*pause, as* DIJON *surveys his guests, apparently letting his words sink in. The guests look at one another suspiciously.*)

COLONEL DIJON: I'm tired, Fifi. Help me to my room (*looks again at the assembled guests*). If you'll all excuse me, I'm going to retire for the evening. I will see you all in the morning. Have a pleasant night.

(DIJON *signals* FIFI, *who turns him around and wheels him from the room. The group sits in silence until* DIJON *is gone.*)

GERTRUDE: Can you believe that?

RUDY: The old goat.

GLORIA: I'm surprised he didn't try to take it with him, he's such an old skinflint!

RUDY: I don't think YOU deserve any money!

GLORIA: Speak for yourself!

CLARENCE: How much do you think he's got?

WILBUR: Well, I know what I'm going to do with MY share!

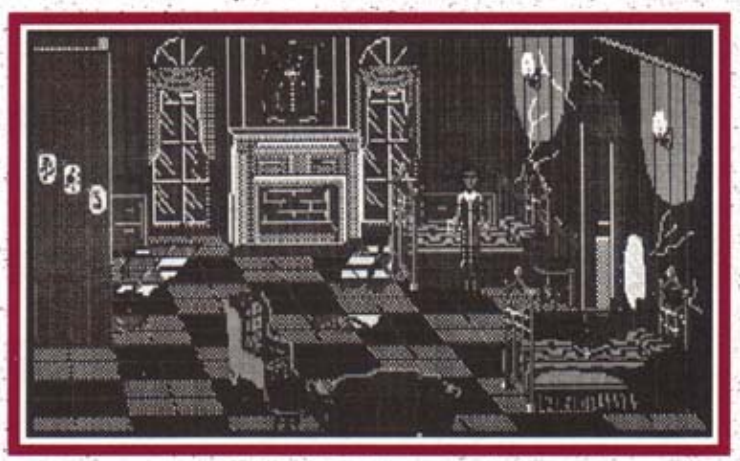
CLARENCE: YOUR SHARE?! I bet the old codger outlives YOU!

GERTRUDE: I wonder how sick he is?

ETHEL: Do you think he'll go soon?

LILLIAN: (*standing abruptly*) I've had enough of this! Laura and I will retire to our room now.

(*exit* LAURA *and* LILLIAN)



SCENE VI

Scene: Guest room shared by LILLIAN and LAURA. Two beds occupy upstage right and downstage right. A small couch sits downstage center and near it, an armchair. A large portrait of COLONEL DIJON hangs upon the wall above the fireplace, upstage center. LILLIAN opens her suitcase and rummages through it. LAURA surveys the room.

LILLIAN: Will you excuse me, Laura? I'm going to freshen up a bit. Please make yourself at home and feel free to explore!

LAURA: Thank you Lil, I may do just that.

(LILLIAN *flounces out of the room, leaving Laura alone.* LAURA *wanders around the room for a short time, examining closets, drawers and various objects, then ventures out into the enormous mansion.)*

ON WITH THE SHOW . . .

As usual, Laura's curiosity has gotten the better of her. In this case however, I'm afraid she may be in a little over her head. Let's join her now, before the real fun begins. Maybe we'll be in time to be of some assistance to her as she attempts to solve the mystery of . . . THE COLONEL'S BEQUEST!

Technical Manual

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HOW TO READ THIS MANUAL

Throughout this manual we will be using the following ways of representing information:

MENU COMMANDS will be capitalized.
Example: SAVE, RESTORE, QUIT, PAUSE

Typed commands will appear as **bold type.**
Example: 'type: **ask lillian about ethel**'
'type: **cd \sierra**'

Portions of the command line not meant to be typed will *not* appear in bold type. For example, in the line 'type: **cd \sierra**', 'type:' should not be typed.

[Example text] and [Keystrokes] will appear in brackets setting them off from the surrounding text. The brackets ([]) are not keystrokes and should not be typed.
Example: [object], [character], [Spacebar], [Tab], [PageUp]

Two or more keys that should be pressed at the same time will be separated by a hyphen (-). This hyphen is not a keystroke, and should not be typed.
Example: 'Press [Ctrl-I] to view your inventory.'

If a space appears between parts of a command, it is meant to be typed.
Example: 'type **cd \sierra**' (the space between **cd** and **\sierra** should be typed as part of the command.

The term 'diskette' is used to refer to either 5.25" or 3.5" data storage disks.

ALL SYSTEMS

PLEASE NOTE: It is important that you view the README file on your game disk as it may contain important information and instructions that were not available at the time the documentation and other materials for this game were printed. Failure to review the README file before installing the program may result in unexpected consequences during the installation and/or running of the program.

MS-DOS README INSTRUCTIONS

To view the README file from DOS, type: **readme**. If the file is longer than one screen, Use [Page Up]/[Page Down] to scroll through the file one screen at a time.

ATARI ST README INSTRUCTIONS

To view the README file from the desktop, double-click on the README.DOC icon. You will see a message box with choices for SHOW, PRINT, and CANCEL. Choose SHOW to

view the file one screen at a time. Press [ENTER] to see the next screen. Choose PRINT to print the file. Choose CANCEL to escape the message box.

AMIGA README INSTRUCTIONS

Insert WorkBench disk into drive DF0: and turn on your system. Double-click on the CLI icon.

Users with one drive: Copy the 'type' command into your RAM disk. See your Amiga owner's manual for instructions. Insert game disk 1. Type: **type readme.**

Users with more than one drive: Insert WorkBench in drive DF0:. Insert game disk 1 in drive DF1:. Type cd DF1:. Type: **type readme.**

GETTING STARTED: DISKETTE DRIVES

It is always advisable to make back-up copies of your master program diskettes to increase the life of the masters and guard against accidents. Follow your computer's instructions to make copies of all game diskettes.

Even if you will be playing from a hard disk, you may also want to format a blank disk for saving games. Follow your computer's instructions to format a blank diskette and keep it handy for saving your game as you play. For some helpful tips on saving games, see the 'Saving Your Game' (Page 9) and 'Interacting with *The Colonel's Bequest*' (Page 9) sections of this manual.

When installing your program, you may be prompted to insert a 'Drivers' disk. If you receive this prompt, please examine your disks and insert the disk marked 'Drivers' and press [ENTER], so that the appropriate drivers will be loaded. Some games do not include a separate 'Drivers' disk.

MS-DOS

INSTALL THE GAME

Place the back-up copy you have made of disk 1 into your diskette drive. Type the letter of the drive you have placed the diskette into followed by a colon (for example: **a:**), and press [ENTER]. Type: **install** and press [ENTER].

Answer the onscreen questions using the up and down [Arrow] keys to highlight your selections, then press [ENTER] to select. You will be asked if you wish to install the game on your hard disk. If you do *not* wish the game to be installed on your hard disk, press [ESC] to skip this step. If you want to install the game on your hard disk, enter the letter designation of your hard disk (usually C) and follow the prompts.

Please note: Even if you install to a hard disk, the install procedure will write a file named RESOURCE.CFG to disk 1. For the installation to be completed correctly, DISK 1 MUST NOT BE WRITE PROTECTED. No other files on disk 1 are written or changed by the install command.

LOADING INSTRUCTIONS

After completing the INSTALL procedure:

From diskettes:

1. Place Disk 1 into the A drive.

2. Type: **a:** and press [ENTER].

3. Type: **sierra** and press [ENTER].

From hard disk:

1. From your root directory, type: **cd \sierra** and press [ENTER].

2. Type: **cb** and press [ENTER].

SAVING GAMES TO DISKETTES

PLEASE NOTE: If you're playing from diskettes, you must have a separate formatted diskette ready before you can save a game. Since each diskette can only hold a limited number of games, we recommend that you have more than one formatted in order to assure adequate space for save game storage.

1.Choose SAVE GAME from the File menu,or press the [F5] key. The Save Game menu will appear.

2.Use your [Tab] key to choose CHANGE DIRECTORY. Backspace or press [Ctrl-C] to clear the command line.

3. Type the letter of the drive you are using for saved games, followed by a colon (Example: **a:**) and press [ENTER].

4. Type the name of your saved game and press [ENTER] to complete the SAVE GAME procedure. If your disk for saving games is full, you may reformat it (this will erase the saved games on the disk) and use it over, or use another formatted blank disk.

SAVING GAMES TO HARD DISK

If you choose to save games to the hard disk, the program will automatically try to save to the game's own directory. If you run out of space for saving games, try one of the following alternatives:

1. Save additional games to a diskette.

2. Save games to a different directory by using your [Tab] key to choose CHANGE DIRECTORY from the Save Game menu (inside the game).

3. Delete the saved games and the save game directory from your hard disk by following DOS instructions (outside the game). The program will create a new directory for your games.

4. Create a new hard disk directory from DOS, using DOS instructions.

ATARI ST

LOADING INSTRUCTIONS

Note: If you are using an Atari 520 ST without memory expansion, turn off all desk accessories (rename .ACC extension .ACX) before running your Sierra game.

1. If you are playing the game from diskettes: place Disk 1 in drive A, open the disk by double-clicking on its icon. Start the game by double-clicking on SIERRA.PRG.

2. If you are playing the game from a hard disk: open the disk by double-clicking on its icon, then open the game folder by double-clicking on the game folder icon. Start the game by double-clicking on SIERRA.PRG.

HARD DISK INSTALLATION

Please note: More than 512K of memory is needed to run Sierra games on your Atari ST hard disk.

1. Open the hard disk by double-clicking on its icon.

2. Create a game folder by choosing NEW FOLDER... from the File menu. Open the new folder by double-clicking on its icon.

3. Place Disk 1 in drive A:.

4. Copy the game disk into the new game folder by dragging the drive A: icon into the window you opened in Step 3.

5. Repeat steps **3** and **4** for each of the other game disks.

6. Put the master disks away in a safe place.

CHOOSE A MUSIC DEVICE (Optional)

Your Sierra game is initially set up to play music and sounds through the Atari ST's internal speaker. If you have one of the supported MIDI synthesizers, you may run the MUSIC program to have the game play music through the synthesizer.

1. Open the game disk/folder by double-clicking on its icon.

2. Run the MUSIC program by double-clicking on the MUSIC.PRG icon.

3. Select MUSIC DEVICE from the Options menu.

4. Select your synthesizer (or ATARI ST INTERNAL SOUND) by clicking on the appropriate button, and click on OK.

5. Select INSTALL GAME from the File menu. This will replace the RESOURCE.CFG file on your disk.

Please note: It is important to turn on your synthesizer before starting the game.

AMIGA

INSTALLING THE GAME

NOTE: RENAME your copies of all game disks to remove the words 'COPY OF' from the disk name. If the words 'COPY OF' are not removed from the disk names of ALL the copies, the system will continue to ask for the original disk, and will not run the game.

1. Boot your system with WorkBench, and insert Disk 1 of your Sierra game.

2. double-click on the disk icon, then double-click on the INSTALL icon.

3. Follow the onscreen prompts, choosing your selection with the mouse by clicking once on the item.

4. You will be asked if you wish to install the game on your hard disk. If you do *not* wish the game to be installed on your hard disk, select NO. If you want to install the game on your hard disk, select YES.

5. Using your mouse, select which hard drive you wish to install the game onto.

6. Follow the onscreen prompts to complete the installation.

LOADING INSTRUCTIONS

From Floppy Diskettes:

1. If you have less than 1 megabyte of memory for your Amiga, turn your system off and disconnect any external drives.

2. Insert Disk 1 into drive DF0:

3. Turn on your system.

From Hard Disk:

1. Load WorkBench and double-click on your hard disk icon.

2. Double-click on the SIERRA GAMES drawer.

3. Click on the drawer for the desired Sierra game.

4. Click on the game icon.

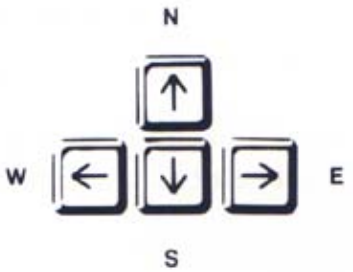
ALL SYSTEMS

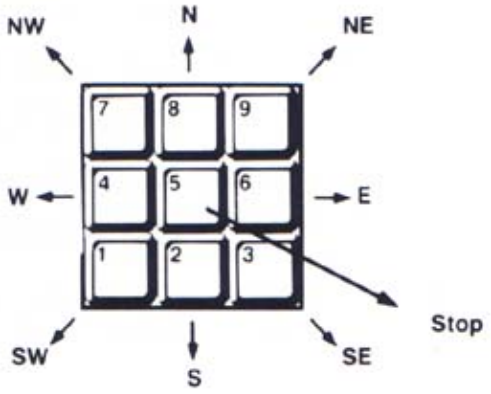
PLAYING THE GAME

MOVING YOUR CHARACTER

You may move your character on the screen with the [Arrow] keys, the numeric keypad, or the mouse. To halt your character's steps with the keypad, press the number 5, or press the last used direction key again. **Do not attempt to move the character by holding down the direction key. This will cause the character to start and stop continuously, resulting in very slow progress.**

Using the mouse, position the arrow to where you want the character to move, then click the left mouse button.





GAME SPEED CONTROL

At times it may be useful to slow down the speed of the game animation in order to negotiate a tricky section, or observe something more carefully. In The Colonel's Bequest, speed is controlled by the [+] and [-] keys, or by selecting a choice from the Speed menu, using the mouse or [Arrow] keys.

MENUS

The Menu Bar in *The Colonel's Bequest* is not visible during play. When you press [ESC], the Menu Bar will appear at the top of your screen with several menus which can be opened to show the command choices available to you.

KEYS TO USE IN THE MENUS

Use the left and right [Arrow] keys to open a menu, and the up and down [Arrow] keys to highlight items within a menu. Press [ENTER] to select a highlighted command. Press [ESC] to return to the game without choosing a command.

SHORT CUTS FOR COMMON COMMANDS

You can use function and control keys to short cut many common commands.

[F1]	Help
[F2]	Toggle sound on/off
[F3], [Spacebar]	Repeat previous command
[F5]	Save Game
[F7]	Restore (saved) Game
[F9]	Restart Game (from beginning)
[Tab]	Inventory
[ESC]	Show Menu Bar, Pause Game
[Ctrl-C]	Cancel typed command line
[Ctrl-I]	Inventory
[Ctrl-P]	Pause Game
[Ctrl-Q]	Quit Game
[+]	Increase Speed
[-]	Decrease Speed
[=]	Normal Speed
[Ctrl-V]	Change Volume
[Shift-Click]	Look at an object (see below)

SHIFT-CLICK

SHIFT-CLICK is a feature which will allow you to look at a person, place or object using your mouse. Place the mouse arrow on the desired person, place or object, then hold down the [Shift] key and press the mouse button. You will now receive a descriptive message.

* Please note: Multi-button mouse users should use the RIGHT mouse button and need not press [Shift].

USING YOUR TAB KEY

While playing Sierra games, your [Tab] key will perform two major functions. You will use it to review the items in your inventory, and also (if you're not using a mouse) to select options from certain menus. The following menus will require the use of the [Tab] key for highlighting menu options:

MENU	CHOOSE FROM
1. Opening	Yes, No
2. Restart Game	Restart, Continue

3. Quit Game	Quit, Continue
4. Save Game	Save, Change Directory Cancel, Replace
5. Restore Game	Restore, Cancel, Change Directory
6. Death Window	Restore, Restart, Quit

USING THE MOUSE (optional)

Your mouse will be useful to you in moving your character, and in learning about your surroundings. To move your character using the mouse, position the arrow to where you want the character to move, then click the mouse button. If your mouse has more than one button, use the left button.

EXAMPLES OF COMMON COMMANDS

Many characters in the game will have information of one kind or another for you. To talk with a character, type: **talk to** [character], **ask** (or **tell**) [character] **about** [character or object]. For example: **talk to gertie**, **tell the colonel about lillian** or **ask lillian about the** [object]. Try different approaches. 'Show' an object to someone, and they may give you valuable information. 'Asking' a character about something may evoke a different response than 'telling' them.

You may encounter objects you need along the way. To take an object, type: **take** (or **get**) **the** [object] for example: **take the note**, or **get the key.**

Pay close attention to details. To look closely at objects, type **look at the** [object], for example: **look at the table**. You can also use the [Shift-Click] feature described on Page 7.

You will need to use the objects you acquire as you explore. You can try different things such as typing: **use the** [object], or **give the** [object] **to** [character] or **show** [object] **to** [character]. Different approaches to a puzzle may bring about a different outcome.

RETYPING COMMANDS

If you wish to repeat a command, select RETYPE from the Action menu or press the [Spacebar] or [F3].

INVENTORY

If you wish to see the items you are carrying, select INVENTORY from the Action menu, or press [Ctrl-I] or [Tab]. A list of the items you are carrying will be displayed. To view an object, click on its name with the mouse, or use the [Arrow] keys to highlight the name and press [ENTER]. Press [ENTER] again, select OK or press [ESC] to resume play.

PAUSING YOUR GAME

If you wish to pause the game, select PAUSE from the Action menu, or press [Ctrl-P] or [ESC]. Press [ESC] or [ENTER] to resume play.

SAVING YOUR GAME

If you wish to save your game, select SAVE from the File menu or press [F5]. To allow for errors in judgement and creative exploration, we recommend that you frequently save your game in progress, and that you save several different games from different points as you play. You will always want to save your game before encountering potentially dangerous situations. You should also save your game after you have made significant progress.

PLEASE NOTE: If you're playing from floppy disks, you must have a separate formatted disk ready before you can save a game. We also recommend that you create several directories or folders on your save game disk in order to assure adequate space for save game storage.

If you choose to save games to your hard disk, we suggest that you create one or more save game directories or folders on your hard disk. See your computer's instructions for creating directories or folders.

You may name your saved games using standard English phrases. For example, if you are standing on a sandy beach, you might call your game **standing on a sandy beach**, or simply **beach.**

RESTORING YOUR GAME

Select RESTORE from the File menu, or press [F7]. You will be prompted to select the game you wish to restore. (On a single drive system, you will be prompted to insert your save game disk). Highlight the desired game and select RESTORE. If the game you wish to restore is in a different directory, select CHANGE DIRECTORY.

QUITTING YOUR GAME

If you wish to stop playing, select QUIT from the File menu, or press [Ctrl-Q].

RESTARTING YOUR GAME

If you wish to restart your game at any time during play, select RESTART from the file menu, or press the [F9] key. The game will begin again in the guest room shared by Lillian and Laura.

INTERACTING WITH THE COLONEL'S BEQUEST

You can generally interact with the game by typing simple commands consisting of as little as a noun and a verb. For instance, the command **get into the car** can be shortened to **get in car.** Unless otherwise instructed, follow all commands with [ENTER].

The Colonel's Bequest will understand many common verbs. Here are some you might try:

LOOK	CLIMB	OPEN	STAND
GET	PUSH	CLOSE	GIVE
READ	PLAY	PULL	EXAMINE
LOAD	TELL	SHOOT	JUMP
TALK	USE	MOVE	TAKE
PRY	ASK	SHOW	

A message window will appear each time you enter a command, and at other times during the game. When you have read the message, press [ENTER] to remove the window and resume play.

TAKE NOTES as you discover clues and information. Record anything you think might be important. Make a note of each area you visit, and include information about objects found there, and dangerous areas nearby.

DRAW A MAP as you progress through the game. If you miss an area, you may miss an important clue!

WATCH THE CLOCK. As you progress through the game, a clock will periodically appear on your screen. Take note of the event and location when this occurs. This will help you to keep track of your progress.

LOOK EVERYWHERE. When you enter a room for the first time, you will receive a message on your screen describing the room. When you visit the room again you will need to type: **look around** or **look room** to get the description. Look closely at all objects you encounter.

EXPLORE each area of the game very carefully, and be on the lookout for clues and hidden places. Search every area of the mansion and the grounds surrounding it. Re-visit an area frequently, and make note of anything that has changed. Something may occur in an area while you are elsewhere.

TALK to everyone you meet, but use discretion! Some characters will be friendly and helpful; they may give you valuable information and advice. Others may mislead you. Try various approaches in dealing with others. If talking to them or asking them questions yields few or no results, show them something interesting you have found. They may have a comment that will help you.

LISTEN closely to conversations. Useful information will pass between the other characters, and you'll want to pay attention to details that may help you with your investigation.

PICK UP anything that isn't nailed down. You will come across a number of objects that may be of use to you later. You can see an inventory of items on hand by pressing the [TAB] key at any time.

USE the items you have picked up to solve problems in the game, or to help you to make progress and discover more clues.

BE CAREFUL, and remain alert at all times - disaster may strike in the most unlikely of places.

SAVE YOUR GAME OFTEN, especially when you are about to try something new or potentially dangerous. This way, if the worst should happen, you won't have to start all over

again from the beginning. It is probably best to save at least one game in each act of *The Colonel's Bequest*, so you will be able to return to a desired point in the game. In effect, this will enable you to travel backward through time and do things differently if you wish. After you have restored a saved game, take note of the time of night. Refer to your notes; you will need to repeat some actions to insure that other events will take place as they should.

DON'T GET DISCOURAGED. If you come to an obstacle that seems insurmountable, don't despair. Spend some time exploring another area, and come back later. Every problem in the game has at least one solution, and some have more than one. Sometimes solving a problem one way will make it harder to solve the next, and sometimes it will make it easier. If you get stuck, you might try restoring a saved game from an earlier point, then choosing a different path. If all else fails, you can buy *The Colonel's Bequest* hint book from the dealer who sold you the game, or you can order directly from Sierra On-Line by calling (800) 326-6654.

BRING ALONG SOME HELP. You might find it helpful (and fun) to play the game with a friend. Two (or more) heads are better than one at interpreting clues and solving problems.

NEED A HINT?

If you find yourself 'a little stuck' while playing a Sierra game, try the following ideas:

1. If you have a modem, you can talk to the Sierra Bulletin Board through the following number:

(209) 683-4463

Our settings are 300, 1200 or 2400 Baud; 8 Data; N Parity; 1 Stop Bit. Our sysop will be happy to help you.

2. Many other bulletin boards also provide hints to many of our games.

A. Compuserve: Go into the Gamers Forum (GO GAMERS) or write E-Mail to 76004,2143.

B. Prodigy: Write E-Mail to 'HTWS90E', or go to the PC Club and enter the adventure games forum (Jumpword: PC CLUB).

C. PCLink: Select PCLink Plus, enter Publisher's Connection, select Publishers Forums, then Sierra On-Line. E-Mail may be written to the User ID 'Sierra On Li'.

D. AppleLink: Select the KEYWORD option from the 'Goto' menu, and type: **Sierra**. E-Mail may also be written to the User ID 'Sierras'.

E. GEnie: From the main menu select 10 (Games), then select 1 (Games Round Table). Select 1 (Games Bulletin Board), and type **set 22** at the '?' prompt. This will take you into the Sierra On-Line area.

For more information on these BBS lines, you can call these toll-free numbers:

1. Compuserve **(800) 848-8199**
2. Prodigy **(800) 822-6922**
3. PCLink **(800) 458-8532**

4. AppleLink **(800) 227-6364**

5. GEnie **(800) 638-9636**

For more information on the Sierra BBS, call:**(209) 683-8989**

3. The magazine *Questbuster's Journal* is a helpful source of many game hints.

4. Your local software dealer may carry our hint books, or may be willing to order them for you.

5. If you are unable to obtain a hint book through a dealer, you can order one directly from us. Call (800) 326-6654 to place your order with a Visa, MasterCard or American Express card, or write Sierra On-Line Inc., Order Department, P.O. Box 485, Coarsegold, CA 93614.

6. If the hint book is not yet available for the game you are playing, call our automated hint line at (900) 370-KLUE to receive a hint. NOTE: California residents, please dial (900) 370-5113.

THIS SERVICE IS AVAILABLE 24 HOURS A DAY. THE CHARGES ARE: 75 CENTS FOR THE FIRST MINUTE AND 50 CENTS FOR EACH ADDITIONAL MINUTE. IF YOU ARE UNDER 18 YEARS OF AGE, YOU MUST HAVE A PARENTS PERMISSION TO CALL . THE CONTENTS OF ALL MESSAGES ARE SOLELY THE RESPONSIBILITY OF SIERRA ON-LINE. HINTS WILL NOT BE GIVEN ON OTHER SIERRA TELEPHONE LINES.

WALKTHROUGH

Please note: In order to understand the object of The Colonel's Bequest, it is very important that you view the opening cartoon at least once.

HOW TO USE THE WALKTHROUGH. Onscreen movement: north = up; south = down; west = left; east = right. The walkthrough takes you through several game screens. Move your character around the screens to the suggested places, and type in the words that appear in **bold type**.

WARNING: The following information is for beginning adventurers only. The contents include answers to some game puzzles and hints that experienced adventurers may not wish to see. Continue reading only if you are having difficulty getting started with The Colonel's Bequest.

As the opening cartoon ends, we find Laura and Lillian in their shared guest room. When Lillian excuses herself and exits the room, you will have control of the game. The most important thing to do at this point is to examine your surroundings.

Walk north to the fireplace. Notice the portrait of the Colonel above the mantle.

Type: **look at the portrait** [ENTER]

C) Press [ENTER]

D) Respond to DOS prompts.

Now you should create a CONFIG.SYS file on your Sierra Boot Disk, with a files=20 statement. Follow these instructions to create this file:

A) Type: **a:**[ENTER]

B) Type: **copy con config.sys**[ENTER]

C) Type: **files=20**[ENTER]

D) Press [F6][ENTER]

You should see the message: '1 File(s) copied'. You will now have to re-boot your computer with your new Sierra Boot Disk in the drive. Turn your computer off then on, or press [Ctrl-Alt-Del].

If this does not clear the above messages, call (209) 683-8989 for technical help. Our technical staff will be happy to help you.

TECHNICAL HELP (ALL SYSTEMS)

Technical assistance is only a telephone call away. Call (209) 683-8989 for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type and the nature of your problem.

If you find that you need to send for replacement diskettes, send the original disk 1 in the size you need (3.5" or 5.25") to:

Sierra On-Line

P.O. Box 485

Coarsegold, CA 93614

Attention: RETURNS

Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5").

We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $5.00 charge for 5.25" diskettes, and a $10.00 charge for 3.5" diskettes.

SIERRA ON-LINE, INC. COARSEGOLD, CA 93614 (209) 683-8989

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